

MilAtari Limited Edition

Vol. VIII, No. II
February 1989

This Month: General Meeting

Sat., Feb. 18th 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis
See last month's newsletter for map of this location.

Exec. Board Meeting

Sun., Feb. 26th, 7:30pm
Pepino's, 9909 W. Appleton

Next Month: General Meeting

Sat., March 18th, 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis

Inside:

Newsletter Notes	2
One Member's Reflections.....	3
WordUp.....	4
Chameleon.....	5
ST SIG Update	5
MilAtari BBS Tutorial	6
ST PD Listings	10

A Bedtime Story

The Children Of The Wedge

Once upon a time, in the land of Bushnell, there lived a tribe called the Children of the Wedge. Having long ago forsaken the temptations of Gates and Woz, they were a Productive tribe. Stubbornly proud, they believed that the path they had chosen was the correct one. Having witnessed firsthand the fates of those who fell prey to the wiles of the Gates and the Woz, they had much to reinforce their beliefs. Indeed, their brains were neither micro, nor soft.

Still, there was some unhappiness among the tribe. For word had reached them that they were not the only ones on the planet who had heard the calling of the Wedge. Indeed, it was accepted as fact that across a great body of water, far to the East, was a larger tribe like themselves who enjoyed not only greater Productivity, but were blessed with an abundant supply of wares, both hard and soft.

This caused some of the tribe in the land of Bushnell to become UnEasy and frustrated. After all, had not their land been the place from which the Wedge had arisen? Had they not been the first to recognize the wisdom in Power Without The Price? How then, could the Custodians of the Wedge allow greater benefits to be placed in the hands of others? Had the Custodians turned their backs on the original faithful? These, and many other questions burned deep.

Far off, in the Valley of the Sun, the Custodians of the Wedge received word of the unrest. They explained that in order to keep the dream of Bushnell alive, concessions had to be made. They said that sacrifices were necessary to sustain the dream until their numbers increased.

Among these sacrifices, was the need to place tools in a faraway land where the ravages of the Ef-SeeSee were not felt, and where the Maximum Prophets could be found. This, they said, would someday result in benefits for all.

The explanations however, were not enough to save the UnEasy. Caring little for the Maximum Prophets, and thinking only that they had been betrayed, the UnEasy continued their outcries. "What of the Developers of Wares Soft?" they asked. "What of the Adz T'vee?" And no matter how their questions were answered and what explanations they were given, the UnEasy continued their complaining. So much so, that the Faithful began to shun the UnEasy, having grown weary of the B'Ess.

For you see, the Dedicated had long ago discovered what the UnEasy had forgotten. The Custodians had been made Custodians for a reason, and to attempt to tell them how to do their job was Hubris Highest. The Dedicated knew that for a man to tell a bird how to fly was arrogance, no matter how well-intentioned. And so, the Dedicated simply went about their business, difficult at times though it was, knowing that if the Custodians had kept the dream alive this long, they must be doing something right.

The Chroniclers tell us that in the fullness of time, the Dedicated were indeed rewarded. Tools from the East found their way across the Great Ocean, and Productivity abounded. The Custodians were true to their promise and Product filled the Land. And what of the UnEasy?

They complain still...

MilAtari Ltd.
 The Milwaukee Area
 Atari Users Group
 Post Office Box 14038
 West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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Jim Morales

Newsletter Notes

First, sincere thanks to everyone who made contributions to the newsletter during January! Space limitations prevented the inclusion of all the materials received, but rest assured they'll all make it into the March issue. There's some great stuff on the way!

Secondly, a very large "Thank You!" to our SysOp, Rich Dankert, who went above and beyond the call of duty to provide all of us with an in-depth tutorial on the ins and outs of the new BBS software. It's very thorough, and yet another example of the fine job that Rich does for us day in and day out.

On the business end, you'll notice the absence of an 8-Bit PD listing for this month. We recently acquired new 8-Bit librarians, and that department is still in transition, so bear with us. There will be a set of new 8-Bit PD disks at the February meeting, so come on down! Our thanks to Bob Marsolek and Larry Reynolds for stepping forward to fill these important positions.

There have been a number of questions on the BBS relative to submitting articles for inclusion in the newsletter. All the new DTP goodies give us a wide range of freedom in terms of submission formats.

On the ST side, WordWriter ST, Word Perfect, and 1st Word files may be submitted just as they are saved to disk from within the program. No modifications are necessary. If you're using a word processor other than the above, simply save the file as ASCII. By the way, a certain editor I know would very much appreciate it if you would spell-check your articles prior to submission.

8-Bitters can simply save their files as ASCII, and I'll make the conversion. However, as I no longer have an 8-bit system, 8-bit files must be uploaded the Newsletter room on the BBS. ST'ers may either upload their files or hand me the disks directly. Sorry, no hard copy can be accepted. If you have any questions, just holler! Thanks!

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Tom Bardenwerper

One Member's Reflections

Has it been that long? Wow, almost two years as a member has flown by. Back in March of '87 when I joined, I was green. I mean that shade of bright luminescence that just screams "ROOKIE!" Well, from where I sit now, a lot has changed.

I had owned an 800XL for almost two years before I joined the club, and although it seemed to be my largest hobby(as far as time spent anyway), I didn't seem to be getting anywhere with it. Hours and hours spent typing in magazine programs that never seemed to live up to their claims. Worse yet, some were so laden with bugs that even the author gave up and called Orkin! To be fair however, still some of the best programs I have are shareware or public domain. (Like a garden, it takes some weeding)

A gamer I was and still a gamer I am. I tried to teach myself how to program, and with a slight degree of success I hacked out some clunkers.

When I joined MilAtari, things seemed only more confusing. All those stereotypes of your typical computer geeks vanished. These were real people! Could that be? There were all kinds of tables set up with enough hardware and software on them to make Santa Claus look chintzie.

All those "real people" were poring over this stuff muttering words like DOS, ARC, BOOT SECTOR, CPU, RAM, BIT, BYTE, and so on. By this time I was the one who had slipped a disk! Whew, was I still in Milwaukee, was this the USA? And what were those words coming out of those peoples mouths?

Help finally came when I asked one of those persons what all the tables were for, and how the "real people" behind the tables could help me. Now I was on track. I was a bona fide club member with a newsletter in hand and a hello sticker on my chest! I promptly

joined the ranks of the others and began to pore over the endless collection of this club's "archives". I was amazed, there were programs for everything I had dreamed of, and more! This sensation was all too brief, for a loud powerful voice shouted; "Meeting's started!"

After a few months I knew my way around the meeting hall, but I really hadn't met or made any friends yet. The group seemed friendly enough, but rather "clique-y." This is when I thought I'll have to get involved.

"Knowledge is the key to the whole game..."

Among other things during the business meeting the President was asking for volunteers(we're still drafting volunteers today!). The room was silent, nobody even so much as twitched as to avoid being noticed. What's wrong with this group, I thought? Here's their chance to really do something with their hobby.

I promptly stood up and (gulp) volunteered. Everyone stared at me, you know, the evil eye type. It seemed like I had just taken their first-born, repossessed their house and car, or... stole their big chance to make it in the computer world. I didn't see any of them stand up. That room was so quiet US Sprint would have been proud.

So what in the heck was so wrong with volunteering for something? Well let me tell you flat out; NOTHING!

Now I was rolling! I knew people who were happy to help me with any questions I had. I had made some genuine friends(hard to come by these days). I was subject to inside information on a variety of computer topics.

But by far the most valuable thing I got, (aside from getting to know some truly caring, nice people), was the knowledge that I have acquired over the last two years. And for what? For helping to get the word out that this club exists? For creating a few dozen disks to raise money to support the club? For helping to organize the special interest groups meeting rooms or even make a reservation for the next board meeting? Come on! Boy I sure am getting the better end of this deal, LET ME TELL YOU!

Now in 1989 I have two eight bit systems, a 1040 ST, 24 pin printer, 2400 baud modem, and more top quality PD software than I know what to do with. What did the club have to do with this? The access and knowledge to use all this! Knowledge is the key to the whole game here. Without the knowledge to use our fancy equipment, it's about as useful as a bird's nest of wire with a plug on one end.

It has been from my status as a volunteer that I have derived ALL of my meaning of this hobby. The friends I have made and the knowledge I have gained are invaluable. For me being a MilAtari volunteer has been a "no lose" and "all gain" situation. So much so that I have quit my job, and am attending UW-Milwaukee full time as a computer science major! I won't say this will work for you, but it did for me. I guess you could say that being a MilAtari volunteer helped me find my ultimate career. For that I say; "THANK YOU MILATARI!"

I will continue to serve where I can as help is needed, knowing that I am the one profiting from it. So the next time a call for volunteers is made, think twice. You really are giving up your big chance by sitting still, quietly staring.

[Tom Bardenwerper currently serves as MilAtari's 16-Bit Vice President. Ed.]

John Beck

WordUp V1.30

WordUp
ST Word Processor
Color/Mono
Neocept, Inc.
(805) 482-4446
Suggested Retail: \$79.95
Overall Rating: Pretty Good

WordUp is a powerful GEM based word processor from NEOCEPT. One of the features that makes Wordup a powerful word processor is the ability to include graphics along with the text in the document. However, these graphics must be drawn with another program and saved as either a GEM image file (.IMG) or in DEGAS format.

Wordup allows the use of multiple GDOS fonts. That is, you can use multiple fonts if you have enough memory for them. In addition to the basic text effects WordUp allows double underline, broken underline and strike-through. Each of these can be seen on the screen as you type.

WordUp also allows the addition of the extended characters for those people who need foreign characters etc.. The extended mode allows the entering of characters between ASCII 128 and ASCII 254.

Of course not all fonts will have anything beyond 128, especially fancier fonts (the three fonts included with WordUp all have the extended characters). WordUp also supports variable subscripting, although I think that it makes it clumsy for people who only use one superscript height.

A glossary (macro) feature is included which allows the replacing of a few keystrokes with other keystrokes.

Other features allow the insertion of footnotes and endnotes as well as a mail merge option and the ability to have up to four files open at once. Since I haven't used these options I am

not going to comment on them.

For all of its features, WordUp has some problems. Most important, is that you never know how much ram you really have available. Even if you put a free ram accessory, it wont give you an accurate reading of when you are short on memory.

It's scary booting up WordUp on a 1040ST with the only desk accessory being a free ram accessory, and only one point-size of one font being in the assign.sys file, and finding that you only have about 25K left. Of course with three fonts and a 200K ramdisk it still has 15K left. I like to know how large of a file I can edit before the bombs appear.

WordUp doesn't seem to allow the creating of a block of text that will stay all on one page or the next like most other word processors I have used can do.

WordUp still has some bugs in it. Although It has only blown up once while I was typing (I tried to resize a picture to something wider than one page), it has blown up several times for my sister.

It would be nice to have a spelling checker with WordUp but I'm not sure I have enough ram left to use something like Thunder.

Another problem with a program like WordUp is that it takes forever to print anything. It really looks good when its done, even on a nine pin printer, but since it has to output everything as graphics it takes a while for everything to print. This brings me to another sore point.

When something is printed in graphics mode, the printer driver checks a system variable which tells it whether to print in draft or final graphics mode. This variable can be changed with the control panel or Schizo accessory, but

not by WordUp. It seems that this wouldn't add too much to the program, especially since if it was there you wouldn't need to have the control panel around.

The draft graphic mode is at least twice as fast as final graphic mode but doesn't look good. Switching the WordUp printing to non-graphic mode makes printing very fast but is only useful for looking at the document for spelling errors.

Starting the program takes a quite a bit of time as well since WordUp loads in all its fonts at the beginning. Of course loading all the fonts at the beginning means that as soon as WordUp is done accessing the disk the first time you don't need the program disk or your GDOS fonts disk in the drive anymore. This is a real boon to us folks with only one drive. Since it is working with fonts, screen scrolling is also slow, but not any worse than other GDOS word processors.

Even with these problems WordUp is an exceptional bargain at an \$80.00 list price. Especially since the manual is well put together and is as easy to use as the program itself. WordUp works on either a color or monochrome monitor, single or double sided disks, and at least 512K of memory.

However, with only 512K you have to use fonts without the extended characters and probably would only be able to use a nine-pin printer. Since fonts for higher resolution devices require more memory a recommendation is included for how much memory is needed for each printer driver included with WordUp. I have included this information below.

Included with WordUp:
Printer/RAM Required (Recommended)
Citizen Tribute 224 & compats/1MEG
Epson FX80 & compats/512K
Epson LQ-Series & compats/1Meg
Star Gemini 10X & compats/512K
Atari Laser printer/2MEG (4MEG)

Not included but available through Neocept:
Epson MX80 & compats/512K
TurboJet HP DeskJet/1MEG (2MEG)

Jeffrey P. Graebner

“Chameleon”

Chameleon
8-Bit Terminal Emulator
Published by: Antic Software
Suggested Retail: \$19.95
Overall Rating: Very Good

As a Computer Engineering student at the Milwaukee School of Engineering, I frequently need to access the school's computers as part of my studies. Because of this need, I require a good VT52 terminal emulator for my 8-bit Atari computer. The terminal emulator that I use is Chameleon from Antic Software.

Chameleon requires an Atari 8-bit computer with at least 48K RAM and one disk drive. Chameleon supports any standard modem connected with an 850 interface or P:R: Connection as well as the Atari 835 or 1030 modems. Strangely, the configuration menu also provides an option for use of the internal modem of the never released Atari 1450XLD computer!

In addition to the VT52, Chameleon also has terminal emulation for a standard Glass TTY printing terminal, as well as for the Lear Siegler ADM-3A and IBM 3031 video terminals. There is also a “Test” mode in which all characters are displayed “as is” without any translation. I have only used the VT52 terminal emulation and I do not know how well the other types of emulation work.

Chameleon emulates all aspects of the VT52 except for the special keypad. Because of the lack of a numeric keypad on the 8-bit Atari this is an understandable omission. The keypad commands can be emulated by use of escape sequences. Unfortunately, the Atari arrow keys are not set up to emulate the VT52 arrow keys. Therefore you must use escape sequences for cursor movement. This can be a major inconvenience when editing online.

The MSOE Vax system has an online full-screen editor available which works well with Chameleon (except for the previously mentioned problem with cursor movement). This shows that Chameleon's emulation does support the screen controls of the VT52.

One of the major aspects of the VT52 that is difficult to emulate on the 8-bit Atari is the 80 column screen. Unlike most of the public domain VT52 or VT100 emulators, Chameleon does not attempt to generate a true 80 column screen using high resolution graphics.

Instead, Chameleon simulates a full 80 column (or 132 column) screen on the standard Atari 40 column screen. The user is provided with a 40 column horizontally scrolling window onto this larger screen. This is much easier to read than the 80 column screens generated by the public domain emulators.

In addition to its terminal emulation features, Chameleon is also has most of the major features found in “smart” terminal packages. Chameleon has a very full-featured buffering capability. In addition to the normal capture buffer usually included in a terminal package, Chameleon also automatically buffers a good deal of material that has previously scrolled off of the screen. This scroll-back buffer can be easily recalled at any time directly from terminal mode using the select key.

Chameleon has good file transfer capabilities. It supports transfers using both XModem and Kermit protocols. Kermit is the transfer protocol that is commonly used for transfers with mainframes and minicomputers. Both transfer systems work simply and as expected.

Chameleon also provides a full featured telephone directory function. This directory allows you to autodial simply

from a list of up to sixteen different computer systems. The user may provide the number for the system, a brief description, and the baud rate.

One major disadvantage of Chameleon is the documentation. The entire manual is provided in text files on the back of the main disk. The manual is reasonably lengthy and takes a large amount of paper to print out. It would be much more convenient if the manual were supplied in a printed form.

Despite the problems with cursor control and documentation, Chameleon is still the best VT52 emulator available for the Atari 8-bit computers. I highly recommend it for anybody who regularly works with mainframe or minicomputers.

ST SIGs for February

#1: Desktop Publishing
Featuring: Publisher ST
Conducted by Doug Raeburn

#2: ST Beginners SIG
Questions and answers for newcomers to the ST.
Conducted by Bruce Welsch

Special Interest Groups, or SIGs, are classes that are held in separate rooms after the main club meeting. SIGs are conducted by members and feature a popular topic of interest.

This is a place where members can learn more about the covered topic in a semi-formal classroom setting. Questions can be answered, and programs are usually demonstrated. These SIGs are free, and all members are welcome and encouraged to attend.

If there is a topic you would like covered, please let the Executive Board know, as we are always working to improve our club and help our members in every way we can.

Tom Baderwerper
ST Vice President

Rich Dankert

STadel Tutorial

Logging On

Let's get started. You call up our BBS and... "Oh, no! It's an STadel!" Fasten your seatbelt, take a firm grip of your keyboard and let's plow straight on in! After the banner scrolls by, you will see something like this:

[L]login [R]ead [E]nter

For the sake of simplicity everything you have to type will be contained in a set of brackets, like this [], and a carriage return will be represented by <CR>.

Now type [L]login. You will be asked for password or a <CR> if you're a new user.

If you are a new user to the system, a message will be given to you, instructing exactly what information is needed, and how to enter the information. The reason for this is that we run a sort of "closed" system. By that I mean that all users must apply for a password before they are allowed to use the system. Bear in mind that you do not have to be a member of the club to obtain access to the system, but membership does have its advantages. If you already have an account on the system, then you have already gone through this process.

Easy, so far right? Now that you have applied for access to the system, please allow a few days while I check out the information supplied. As stated in the message that scrolled by telling you how to apply for access, the time for access validation will vary a bit, so don't get too impatient. If all the information was entered correctly, you should be receiving a voice call from me, telling you that your access has been set. This is not always the case. Sometimes when time gets short for me, I don't always have the time to make the personal call, so remember to write down the password you had requested, and keep it in a safe place.

Please also remember that there are two ways to control information coming to your screen. [P]ause will do just that. It will pause the system from sending the information so that you have a chance to read it. Any key will unset the pause mode. [S]top will do exactly that. Stop the system from sending any more information, in which case you will have to tell the system what you now wish to do.

At just about any point while on the system, you can always get some help by one of the following two commands. The '?' (question mark) or [H]elp commands. A '?' will normally show you all the options that you have at that point.

Ok, the days went by and you finally got a call telling you that you have been validated, or a week has passed by so go ahead call the system. Now at the aforementioned

prompt, type 'L' for [L]login. When asked for your password just enter it, and the system will look you up in the log, do a few other things and then print out your name. You are now officially on the system.

Now you're logged on you will now have on your screen something like this:

[?]Menu [G]oto [E]nter [H]elp and a roomname.

Rooms

The system has been configured like a building. It has both rooms and floors. The rooms have been grouped so that information pertains to one type of machine and/or topic. For the sake of space, I'll refer to floornames as Fn and roomnames as Rn.

The [G]oto will take you from room to room on the current floor only. Let's take a look at the rooms and learn how to tell what type they are.

To call up a list of all known rooms (on the current floor) type [.K] for Known rooms. It might look something like this:

Mail> Main Lobby> Newsletter] For sale/Wanted)
Sysops Korner: etc....

Notice the different brackets after some of the rooms? They all have meaning:

> - ordinary room with local message capabilities only

) - local room with message capabilities + a directory

) - networking room with message capabilities only

: - networking room with message capabilities + directory

* - the room is accessed by invitation only

If after the roomname there appears a '*', be advised that this is a special type of room that you have been invited to. The only way to get access to an * room is if the sysop invites you into the room. All these rooms are hidden from the un-invited so you won't even see them on your [K]nown rooms list. These rooms are usually used for private conversations, and or Club business.

The MAIL> room is the standard E-mail room and is VERY private. The mail can be read only by the sender and the recipient.

A [?] will get you a menu from just about anywhere on the system. Use it often if need be. There are many ways to enter your commands:

[.] commands move from room to room and

[;] moves you between floors.

Most of these commands can be shortened to one-key stroke commands. I'll briefly touch on them in this tutorial, but you should read the online help files for more detail.

To get a list of online available help, just type a [.h ?], and the system will respond with a complete list of available help files that explain about all the available commands currently on the system.

To GOTO a Room and GOTO a Floor

Something special here first. A [K] (for Known rooms) will show you all the available rooms on the floor you are currently residing on.

[.K] will list out all the currently available rooms.

[;K] will list all the currently available rooms and their corresponding floornames.

Be advised that the above commands do not include the brackets.

Type: [.G] + Rn (Goto Roomname) Don't type the "+".

The Rn is the roomname, and must contain a unique letter combination to that room, or the complete Rn. For example, let's say there are two rooms named NSACUG Executive and NSACUG Use. If you picked a letter combination that appears in NSACUG, STadel will take you to the first room with NSACUG in its Rn. To make sure you go to the Executive, type [exe] for the Rn and you will go there, provided this letter combination is unique to only this room. Once in the room, the room prompt on your screen will change to the new room. Just remember that if you don't get to where you intend, then the letter combination was not unique and might be found in another room.

Type: [.G] + Fn (goto floorname) Don't type the "+".

This command will take you to a floor that you specify, and then you can use [.G] + Rn to go from room to room. This may seem tedious and you're probably thinking that you'll never remember all these commands. Well, have no fear because most times you'll only want to go to rooms with NEW messages and there's a very easy one-keystroke command to take care of that. Simply type [G]oto and you will go to a room with new messages since you were last on.

These commands give you a lot of control of where you are going on the BBS and allow you to move around and go where you want to go.

Reading Messages

Reading messages can be done in a number of ways as well. I will list most of the common ways, and you can pick the one you want. More help is available from the online help files on the BBS.

To read messages on the system, use the following:

[N]ew read - Shows all new messages on the system since your last time on.

[F]oward read - Shows all messages starting from the beginning.

[R]everse read - Shows all message in reverse order

By using the [.R] command you can control what type of messages you read and where. Here are the commands:

[.RA] - read ALL the messages in the current room

[.RR] - read all the messages in the room in reverse order

[.RN] - read all NEW messages in the current room

[.RG] - read global-new messages (the entire system)

These commands will cause the messages to scroll one after another with no prompting. As one user put it, "How do I stop the scrolling monster?" It's very easy.

[P] will pause the message scrolling and any key will resume.

"Well, that's just great!", you say, "but, how do I reply to messages? I want prompts between each message." It is possible. Single keystrokes can also be used;

[R] for reverse, [N] for new, etc., but only in the room you are in.

To get prompts for NEXT MESSAGE, REPLY and STOP READING you must insert an M in the commands.....STadel systems only. Like this:

[.RM] + [AGNOR] (M=more A=all G=global-new N=new O=old and R=reverse order)

While reading messages there are 4 commands available to you:

[J] will cause you to jump to the next paragraph of the message

[N] will skip the rest of this message and go onto the next one

[P] will pause the current message scroll, any key to continue

[S] will stop the message reading all together and return you to the room prompt. These commands can also be used when you are reading online text-files.

There may be a time when you want to log on and read the messages in a certain room. With a STadel based BBS it is possible to do just that, and retain any new messages in any other room as new for the next time you log on. Just log on, type [.G] + Rn and read the messages in that room and log off. Any new messages in other rooms will retain their new status for you.

If you're online and decide not to read a room, but wish to retain these messages as new type [S] while you're in the room that you desire to skip or [.S] + Rn (skip roomname). New messages in the skipped rooms will remain new. If you are in the room, type an [S] with no [.] even if you have read some or all of the new messages and haven't left the room yet.

You may also use [U] for un-goto. Remember, if you leave the room any other way there is no way to regain the

new status of the messages.

Entering Messages

There are a couple of ways to enter a message. One uses the [.E] and this can be shortened to just [E] if you'd like. The [.E] has other functions, but we'll get to those later on. For now let's just use the [E]. Type: [E]

A message header will appear with the date and your name. STadel has the ability to allow the sysop to give the room automatic networking status. If this feature is active, the header will also contain "@" and the name of the BBS which you are using. All you have to do now is type in your message.

Formatting your messages:

STadel based BBS's will automatically format messages to the callers screen width. This can be frustrating for a first time user. You've typed in a beautifully formatted, paragraphed message and when you call back the message is a mess! Here's the secret. If you want to leave a blank line between paragraphs, you must fool the formatter. To get a blank line, space in a couple of times and hit <CR>. The formatter will now think there is something on this line. To begin a new paragraph do the same thing. Space in a couple times before you begin to type. If you want to leave a graphic-type message - for instance a little box of *'s around a for sale ad, then you must indent each line at least once, if you don't it will be a mess. See the help file on the enter command.

After you have typed in your message, two <CR>'s will get you the "enter cmd:" prompt. Type a [?] here to bring up the menu.

Type: [?] (at "enter cmd:" prompt), and you will see something like this:

[A]bort [C]ontinue [H]old message for later [I]nsert paragraph break [P]rint formatted (to screen) [R]eplace string [S]ave message

These are your options for entering the message. I think they are all self-explanatory, except for a couple.

[A]bort is just what it says.

[C]ontinue will allow you to continue typing if you have stopped to make a correction with [R]eplace string or have had a look at the message with [P]rint formatted to make sure it looks okay.

[H]old message for later is a unique feature of STadel based BBS's. Personally, I love this feature. What it allows you to do is to type in a message and hold it in a temporary buffer without saving it. You will be returned to the Rn prompt. You may continue to use the BBS normally, reading/entering more messages. Usual use of this feature is to read more messages and update the message you're going to leave or to move into another room/floor because you think that the text of the message is more

appropriate there. Only ONE message can be held at a time. When you want to continue with the held message all you type is the extended [.EH] command (enter held-message) and continue adding to the message or hit two <CR> and save, edit or abort it. Whatever your little heart desires.

[I]nsert paragraph breaks will allow you to format your message into paragraphs, if you haven't already done so. You will be prompted for a string. Make sure you type in the first couple of words of the first sentence of the paragraph. Make sure it doesn't appear somewhere else in the message or you could have undesirable effects. I'm sure you'll figure it out, once you've made a few goofs and have to redo your message.

[P]rint formatted (to screen). This command allows you to peruse your message, formatted to your screen width. You get a look at what your message will look like. Then you can continue, abort, or save it.

[R]eplace string. This is an editing feature. It is sort of like a search and replace. Type in the string you wish to replace and you will then be prompted for the new string. Once again make sure this is a unique string.

[S]ave is self-explanatory.

Now that you have the message system all figured out. Let's take a brief look at directory rooms and file transfers. I hope you're still with me!

Directory Rooms

Remember the brackets; "[" (local room) and ":" (networking room)? These rooms have upload and/or download capabilities. To read the directory of the room, there are two commands and both use the [.R] extended command:

Type: [.RD] read directory [.RE] read extended directory

The [.RD] command will list the filenames and their sizes. When a file is uploaded there is a prompt to enter a brief description. The [.RE] command will list the filename, size, date of upload and the descriptions. You can specify certain file types with wild cards. For instance type [.RD *.DOC] and only the files with .DOC as extenders will be listed. Use this with either command.

You can even read the contents of an Arc file; Type: [.RH] (read archived directory)

You will be prompted to enter the archive header. This is the entire filename, including the .ARC. It will list the files in the archive file.

There may be times when you want to read a textfile online. This is done very easily. Type: [.RF] (read ascii file) [.RTF] (will attempt to format text to your screen width)

Sometimes, the [.RTF] doesn't appear to work on 40 col-

umn screens. It all depends on how the textfile was saved. There is nothing wrong with the formatter. Directory rooms are a snap, right? Now, let's attempt a file transfer.

File Transfers

First off, you must be in a directory room in order to initiate a file transfer. STadel now supports Ymodem. In order to use the Ymodem protocol, you must have a terminal package which will support this. The options that are available to you are:

[.RXF] (read Xmodem single file)

[.RYF] (read Ymodem single file)

[.RVF] (a straight ascii transfer terminated by two ^X (ctrl X)) (When uploading with V you MUST terminate the upload with two ^X or the BBS will not accept the upload.)

Notice that I have said "single file." This is where the difference lies in earlier STadel versions. You no longer type [B] for binary file. [B] now stands for BATCH. You MUST have a terminal package which will support a BATCH file transfer.

[.RXB] (read Xmodem BATCH file) is actually Ymodem with 128K blocks.

[.RYB] (read Ymodem BATCH file) is normal Ymodem.

To upload a file use the same protocols as above except use [.E] instead of [.R]. If you use [.EF] STadel will assume that you intend to do an Xmodem upload. STadel does not allow Ymodem batch uploads.

There is another [.E] command that I should mention. It's the command to upload a message that you have prepared off line.

[.EXM] (upload message Xmodem)

[.EYM] (upload message Ymodem)

Once uploaded the message can be edited, aborted or saved. I think this just about covers the basics of file transfers.

Forget Rooms/Floors

There are commands to forget individual rooms or entire floors of rooms. [Z] while in a room will cause you to forget that room. It removes the Rn from your list of [K]nown rooms and you will not go there. Why would you want to forget a room? Well, there might be a room created for the discussion of Chippendale men. Now, if you're of the male gender, you might not want to be bothered, maybe...

To get a list of all the rooms you have forgotten just type [.Z] and there they are. In order to regain access to a forgotten room you must type [.G] + ENTIRE Rn. You will go to the room and it will once again appear on your [K]nown room list. If you want to forget an entire floor, type: [:Z] + Fn.

Now for a few rules. You can forget any room, except the Mail> and the Main Lobby> room. The Main Lobby> is the first room that you are in when you log on. The [.Z] will list only the public rooms that you have forgotten. If you are going to forget a private room, better jot the Rn down, so you don't forget it, in case you want to go back there; the [.Z] command will not list the forgotten private rooms.

Logging Off The System

You're all done and now you want to go home, right?

Type: [T] (terminate) and confirm with a [Y].

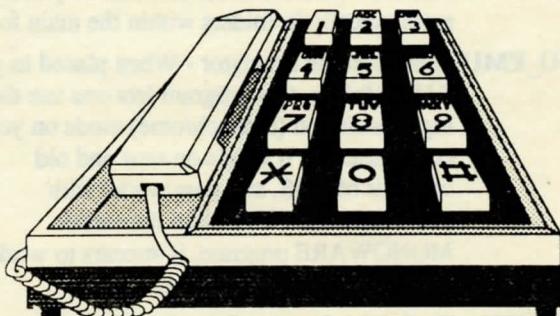
Bye-bye! You're gone.

Finale

Well, I hope that this little tutorial will help you with the system. I have taken great strides to make sure that all the outlined commands do work as I have stated them. If after you have been on the system, and you still have questions, even if you have read all the available help files on the subject, type [.G Sysops Korner] and leave me a message, and I will usually answer your question the next time I log on.

Rule of Thumb: Don't be Shy.

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ST PD Update

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

DISK 192 - UTILITY DISK (SS)

CDBASE: cdBASE - A program for organizing a compact disk library. Your CD library is represented in a graphic format when viewed on the screen. The song title, artist, song type, playing time, and catalog data are displayed on a picture of a CD. When printed, the data is shown in a more conventional columnar format. You can sort your collection, edit it, search on multiple fields, and manipulate sublists. The program runs on color monitors in medium resolution.

GEMARC40: Archive Utility Program - You can extract files from an archive, test the integrity of the files in the archive, convert files to newer packaging methods, list contents of an archive, and place files in an archive. The extract function has some unusual features. You can use wildcards to extract only files with certain extenders, and choose to place extracted files in folders with the same name. If an archive contains archive files within it, extracted files can be placed automatically in folders within the main folder.

MONO_EMU: Monochrome Emulator - When placed in your AUTO folder, this program lets you use the high resolution (monochrome) mode on your color monitor. It works on new and old versions of TOS, and now works with SNAPSHOT.ACC. Unlike the earlier MONOWARE program, it appears to work flawlessly without crashing.

KWIKDISK: Kwik Disk Version 2.4 - A program for turning off the write verify of your disk drive and setting the seek rate to 2 milliseconds (3 ms is the default). File transfers and other operations where you write to a disk are therefore speeded up. Program written by Jeffrey C. Davis, our Programming SIG Leader.

VKILL201: Version 2.01 of VKILLER, the virus killing program. As with the prior version, this version is GEM based and easy to use. The program has apparently been improved to recognize more types of viruses.

DISK 193 - EDUCATIONAL DISK (SS)

ABCD: ABCD Alphabet Game Ver 3.0 - A program consisting of 5 games involving the alphabet. Match: Match the letter in the left eye of the clown with that in the right one. Arrange: Arrange the letters around the clown's face into the alphabet. Missing: Find the missing letter. Next 123: Find the letter that comes after the letters listed. Before: Find the letter that comes before the highlighted one.

KSHAPES2: Kid Shapes Plus - Designed for children ages 8 and up and adults. The program lets you make pictures by assembling them from a menu of shapes and colors. Sample pictures are included. Another program in the "KID" series.

KIDPUB21: KidPublisher: A Desktop Publishing program for Young Writers - This program permits even the youngest writers to use the ST to produce up to 5-page documents. Each page is divided into a top half containing the child's drawing, and the lower half which contains the text. After printing, the child may color in the drawing. The program uses the ST's screen dump to print. Designed to be used by children ages 4 to 12. Younger children would, of course, need supervision. The disk has been set up to autoreboot this program to make its use by younger children easier. Another excellent program in the "KID" series.

DISK 194 - DEMO DISK (SS)

CSM: Computer Simulated Microscope - Written by an M.D., this simulation lets you zoom from 5x to 8000x on the two sample slides included on the disk. You can move around, viewing various portions of the slide, by clicking on the 4 arrow buttons. Slides included are of a pyramidal neuron and a peripheral blood smear.

DISK 195 - GAME DISK (SS)

GO_BANG: A 1 or 2-player board game played on a grid. The object is to be the first to make a horizontal, vertical, or diagonal row of 5 "stones". You need to block your opponent while completing your own row. Monochrome only.

SANTAPAR: Santa Paravia and Fiumaccio - A role-playing game in which you are the ruler of a 15th century Italian city-state. Buy land, raise crops, levy taxes, and hire soldiers. Maybe eventually, you'll get to be king or queen.

TORP: A colorful battleship-type game. In this case, though, you are a submarine firing torpedoes. Hence the name.

SUPPLEMENTARY LIBRARY

GAMES

SG 001 (DS ONLY) This computer version of the popular casino game has you enter your name and a unique password which is saved to disk. You therefore carry your winnings forward from session to session, allowing you to amass your winnings. Lose too much and you'll have to accept credit from the casino.

SG 002 (DS ONLY) A military flight simulator with which, in the multi player mode, you can play against other opponents online on Genie. Choose from among 15 different aircraft to fly from WW I and WW II, such as the P51 Mustang, the Me 262, the B 17, and even the Fokker D1 Triplane.

Update

This month we are adding two disks to the Supplementary Library under the category GAMES. You will notice the notation DS ONLY after the disks numbers. This means that the programs will run on double sided drives only. I can't tell you the number of hours that several members of the Download Crew spent trying to split the files onto two disks so that the program would run, but to no avail. The Keno game is 637k and the Air Warrior game is 615k, so they will not fit on a single sided disk, no matter how far it is formatted out.

I am adopting the following labeling abbreviations in anticipation of how I may wish to format other club disks, based upon program sizes that I encounter:

SS = Single-sided (80 tracks, 9 sectors/track).

SSE = Single-sided extended (80/81 tracks, 10 sectors/track).

DS = Double-sided (80 tracks, 9 sectors/track).

DSE = Double-sided extended (80/81 tracks, 10 sectors/track).

Some of you may wonder why I won't format out to 82 tracks. The answer is that some drives won't "step out" to 82 tracks. Atari ST disk drives have mechanisms that have been manufactured by several different manufacturers. Some

of these step out further than others.

I have several drives, for example, which step out to 83 tracks. If I formatted club disks out to 83 tracks, the majority of your drives would not be able to read the last track. Therefore, if I encounter a program that has to be all on one disk and is too large to fit on a double sided disk that is formatted out to 81 tracks at 10 sectors to the track, tough toenails. It won't go in the library. Of course, I havn't come across such a monster yet, but I'm waiting. I think it is only a matter of time.

The above brings up a point. The handwriting is on the wall for single sided drives. When you can afford it, GET A DOUBLE SIDED DRIVE. Not only does it actually pay for itself by giving you twice as much room on each blank disk that you buy, but if you don't have one, you'll be missing out on an ever increasing number of programs. The two PD programs mentioned above are two examples.

In the documentation for Calamus, a recently released desktop publishing program, it states that, due to the size of the program and the files that must be in the same directory as the main program, the program must be booted off a double sided drive or a hard drive. You can use a single sided drive for your data disk though. Kind of them! As I said, the handwriting is on the wall. A word to the wise is sufficient, they say.

Now for something in a more positive (less expensive) vein. You can put off buying the monochrome monitor a little while. There is a little gem on Disk 192 (the pun is intended) called MONO_EMU. We now have a good working monochrome emulator. It is not 100% as good as having a monochrome monitor, but it will do until you can afford the real thing. It worked on all monochrome programs I tested it on. For example, I tested it on the monochrome game GO_BANG on Disk 195, and it worked fine. Now you can go back through the MilAtari library and pick up some of the terrific programs which you had to pass by because they were monochrome only!

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